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11165 Knott Ave.
Cypress, CA 90630
(714) 891-4500

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INSTRUCTION MANUAL

SUNSOFT®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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Thank You

. . . for purchasing the Sunsoft **Daffy Duck: The Marvin Missions** Game Pak. Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to play the game better and enjoy it even more! Remember to keep this manual in a safe place.

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What Are The Marvin Missions?

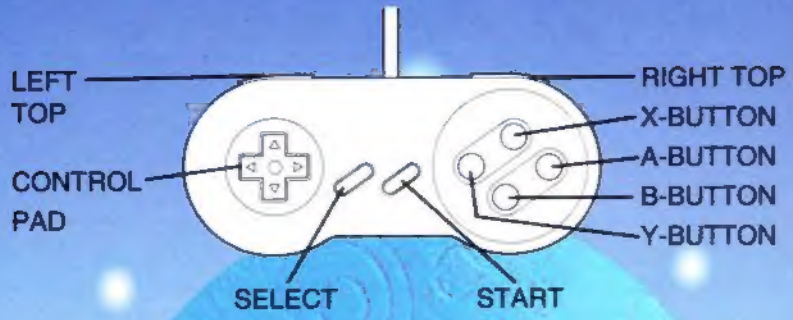
The hero of the cosmos is on a mission to halt **Marvin the Martian's** conquest of the galaxy. What superbeing could handle such a challenge? None other than Duck Dodgers! **Daffy Duck** takes on the guise of the interstellar protector and lets nothing stand in his way, including **Marvin the Martian,** who has kidnapped cosmic space ambassadors and is trying to blow up the Earth. Daffy must save the planets and the universe with the help of his trusty sidekick, Porky Pig, who is standing by to assist Dodgers in case there is trouble. Knowing Daffy, there is bound to be a lot! Based on the cartoon "Duck Dodgers in the 24 1/2 Century", this one-player game has 20 levels of incredible cartoon action going light years beyond. After all, the future of galactic peace is at stake!

How To Start The Game

Insert the **Daffy Duck**: The Marvin Missions Game Pak and turn the system ON. Press the Start button to begin the game or go into the Options screen.

In the Options screen you can change the controller configuration, choose 3, 4 or 5 starting lives or turn Sound Effects and Music on or off.

How To Use The Controller



START— Begin Game
Pause Game
Show Map

X— Block

Y— Shoot

A— Nutty Attack

B— Jump

Bx2— Jet pack

Control Pad

Left— Walk left
Fly left when using jetpack

Right— Walk right
Fly right when using jetpack

L & R— Toggle weapons

Y + Down— Duck and shoot

Y + Up— Shoot up

B + Control Pad— Jump or jet in direction chosen

B + Y— Jump and Shoot

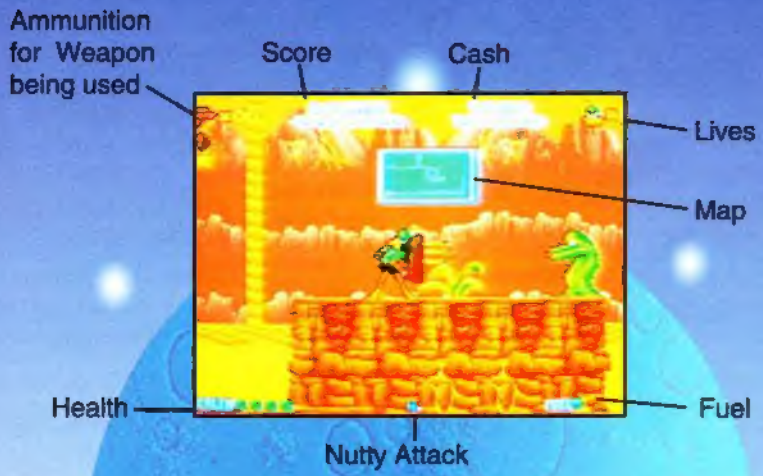
B + Down— Jump down

Your Mission:

As the hero of the spaceways — Duck Dodgers — Daffy is on a mission to stop Marvin's goals of galactic conquest. During each mission, Daffy must fend off Martians and pick up gems and coins for points. Daffy must maintain his health as indicated in the health bar and avoid the hits from the Martians. Different weapons can be picked up and used to defend Daffy. Arrows act as checkpoints for Daffy to return and show Daffy which way to go. Picking up money bags increases Daffy's cash flow, giving him the ability to buy weapons and items. There are hidden rooms and areas that contain items to pick up that may be worth Daffy's effort. Before Daffy can go on to the next mission, he must defeat Marvin the Martian and his high-tech weaponry. Once Marvin is defeated, Daffy's strength and bravery are heralded by the local papers.

Your mission is to complete all five missions with as many points as possible, making the galaxy and Earth safe again.

Game Play Screen



Daffy's Weapons

Daffy must buy or find the weapon before he can use it. Each weapon can fire a limited number of shots before it is empty. The guns have a recoil effect that acts as an additional booster when trying to jump onto hard to reach ledges. Each gun's strength will determine the amount of recoil you feel. Pressing the direction in which you're firing will prevent you from falling off a ledge or falling on your behind. Ammunition can be found as icons or bought with the money bags Daffy picks up.

Daffy's Weapons CONTINUED

1. **BLASTER:** This is Daffy's old reliable. He can use the blaster even if he hasn't picked up any other weapons. There is infinite ammunition for the blaster.

2. **FREEZE GUN:** This freezes enemies for a certain period of time, making them especially vulnerable when you switch to another gun to destroy them.

3. **ELECTRICITY GUN:** This gun sends out a random yet powerful electric bolt with an extended range. It is especially helpful when shooting at enemies that are overhead.

4. **THREE-WAY GUN:** This fires a big bullet that opens up and sends three smaller bullets at your enemy in a spread pattern.

5. **BOMB GUN:** One of the most powerful of Daffy's weapons, this gun shoots out a timebomb that drops to the ground, rolling in the direction fired before it explodes. The bomb can also bounce off walls. If a bomb hits an enemy, it will explode on impact, but there is a time delay if it hits a wall or rolls on the ground.

6. **ANTI-MATTER GUN:** This gun sends out a polygon of anti-matter energy that will quickly dispense with any opposition that you meet with only a couple of shots. This is the most powerful gun in the game. Use it wisely.

Power Ups

1. **NUTTY ATTACK ICON:** If Daffy picks up a mushroom cloud icon, he goes into a nutty attack and flies about the screen in a blur of fists and feet.
2. **GEMS:** After collecting 5 gems, the player gets a continue. "Hoo Hoo!"
3. **MONEY:** Daffy's favorite thing — money! Earn 50 dollars for each bag of money. Use these to buy additional weapons and bonuses in the Weapons Shop.
4. **FUEL CAN:** In order to use the jetpack you need to keep it fueled, and use it wisely!
5. **EXTRA LIFE:** Picking this up awards the player a free life.
6. **JUICE GLASS:** Daffy regains health points when he drinks the healthy space-breakfast drink.

First Mission:
Where There's Duck, There's Fire

Daffy's stop on Magma, the luxury resort oasis planet, leads him to a gathering of ambassadors from around the cosmos. But where are all the ambassadors? Marvin the Martian has kidnapped them and it is up to Daffy to find them. The future of galactic peace is at stake!

Second Mission:
20,000 Martians Under the Sea

The ocean planet Aquarion-4 is the perfect place for Marvin to test out his instant-Martians ("just add water"). Good thing our hero is a duck because he'll have to dive in and out of the ocean to defeat the instant-Martian army and their leader.

Third Mission:
Duck Dodgers on Ice

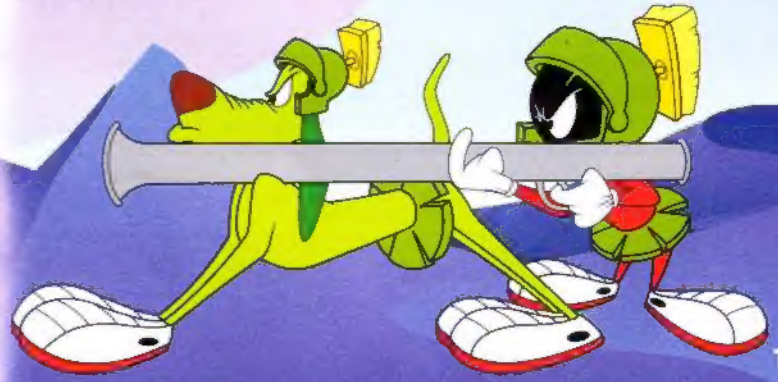
The greatest mind on Earth, Dr. IQ High, has been kidnapped by Marvin and is being held on the ice rings of Zeus-3. The brain power of Dr. IQ is being used to create a super cyberbase. Unless Dr. IQ is saved, our brains will turn to mush! Remember, don't run too fast, this place is a giant ice cube.

Fourth Mission:
The Incredible Shrinking Duck

On the jungle planet Amazonius, Marvin is planning to test out his new shrinking ray, which is aimed at Earth and it is urgent that Daffy stops him! Unfortunately, his ship is hit by the shrinking ray before landing. Daffy realizes things are not quite right when he sees that he and the insects are the same size. Just wait until he sees Marvin!

Fifth Mission:
The Greatest Show Off Earth

The infamous P-38 Space Modulator is complete and Marvin plans to use it to blow up the Earth. It blocks his view of Venus, you know. He's so positive he will be successful, he's selling tickets to the gala event. Time for Daffy to do some gate-crashing!



High Scores

High Scores